

## **Weekly Report** (2015.8.17~8.23)

### **Done**

- 1) Tidied up the code of the “behavior line” project, also wrote a brief document for it. The code together with the document has been mailed to Prof. Ma.
- 2) Have been reviewing the previous work on “high resolution SVG rasterization with spark”, but find little work about this topic, even without “spark”. Most research about SVG focus on automatic vectorization of raster images.

For this topic, I have two questions now:

1. Is such a technique really in urgent need? Though we can imagine that in the situation of extreme resolution tiled screen, rasterization a SVG image would be slow. But in most extreme resolution application, rasterize a SVG to the whole screen may not be a normal state, which weaken its practicability.
2. Even if this technique turns out to be useful, where can the contributions lie? It is difficult to find a research point inside the straight forward solution with spark that I can come up with.

### **To Do**

- 1) More research about the topic of “high resolution SVG rasterization with spark”, hoping that I can find some real problems.